



The Revenge of Smalltalk

London Geek Nights
July 6, 2009

System Browser

Collections-Sequence
Collections-Text
Collections-Array
Collections-Stream
Collections-Support
Graphics-Primitives
Graphics-Display
Graphics-Media
Graphics-Paths

Interval
LinkedList
MappedCollection
OrderedCollection
SortedCollection

accessing
copying
adding
removing
enumerating
private

collect:
do:
do:andBetweenDo:
promoteFirstSuchT
reverse
reverseDo:
select: Form Editor



collect: aBlock

"Evaluate aBlock with each of my elements as the argument. Collect the resulting values into a collection that is like me. Answer with that collection. Override superclass in order to use add:, not at:put:."

```
| newCollection |
newCollection ← self species new.
self do: [:each | newCollection add: (aBlock value: each)].
↑newCollection
```

User Interrupt

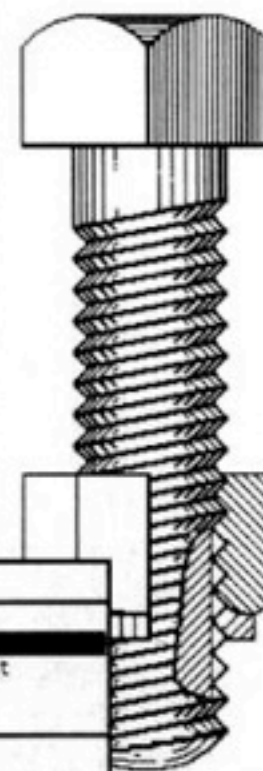
```
Paragraph>>characterBlockAtPoint:
Paragraph>>mouseSelect:to:
CodeController(ParagraphEditor)>>processRedButton
CodeController(ParagraphEditor)>>processMouseButtons
CodeController(ParagraphEditor)>>controlActivity
CodeController(Controller)>>controlLoop
```

controlActivity

```
self scrollBarContainsCursor
ifTrue:
    [self scroll]
ifFalse:
    [self processKeyboard]
self processMouseButtons
```

blueButton 31@537 corner:
scrollBar 63@770
marker
savedArea
paragraph
startBlock

Fig.1



File List

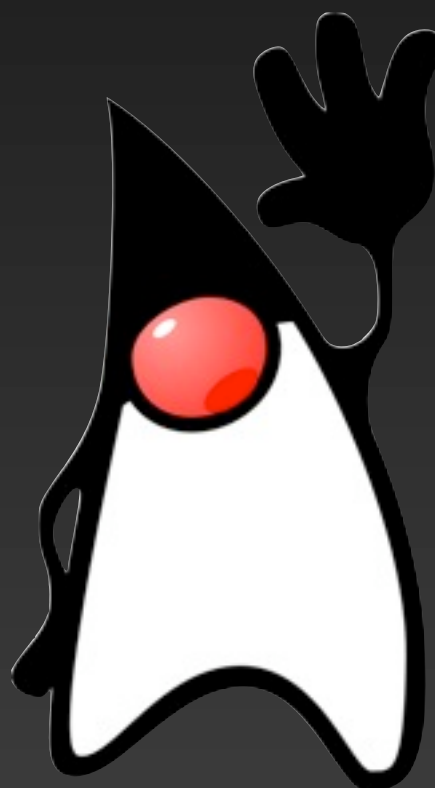
```
[<Robson>SF]*
[File] <Robson>SF>ScreenForm.st
[File] <Robson>SF>ScreenFormChanges.st
[File] <Robson>SF>WordGraphics.form
```

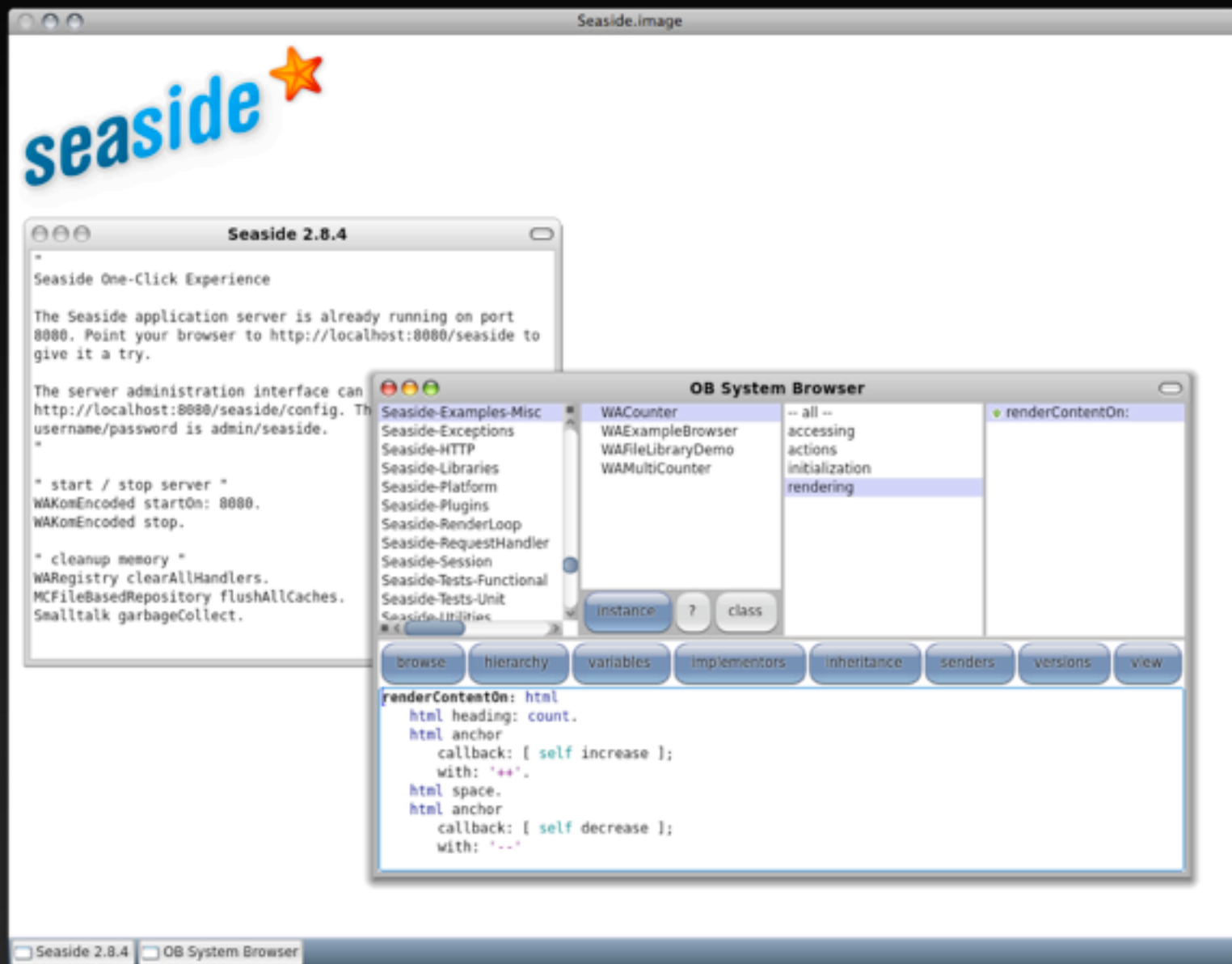
Rectangle fromUser origin

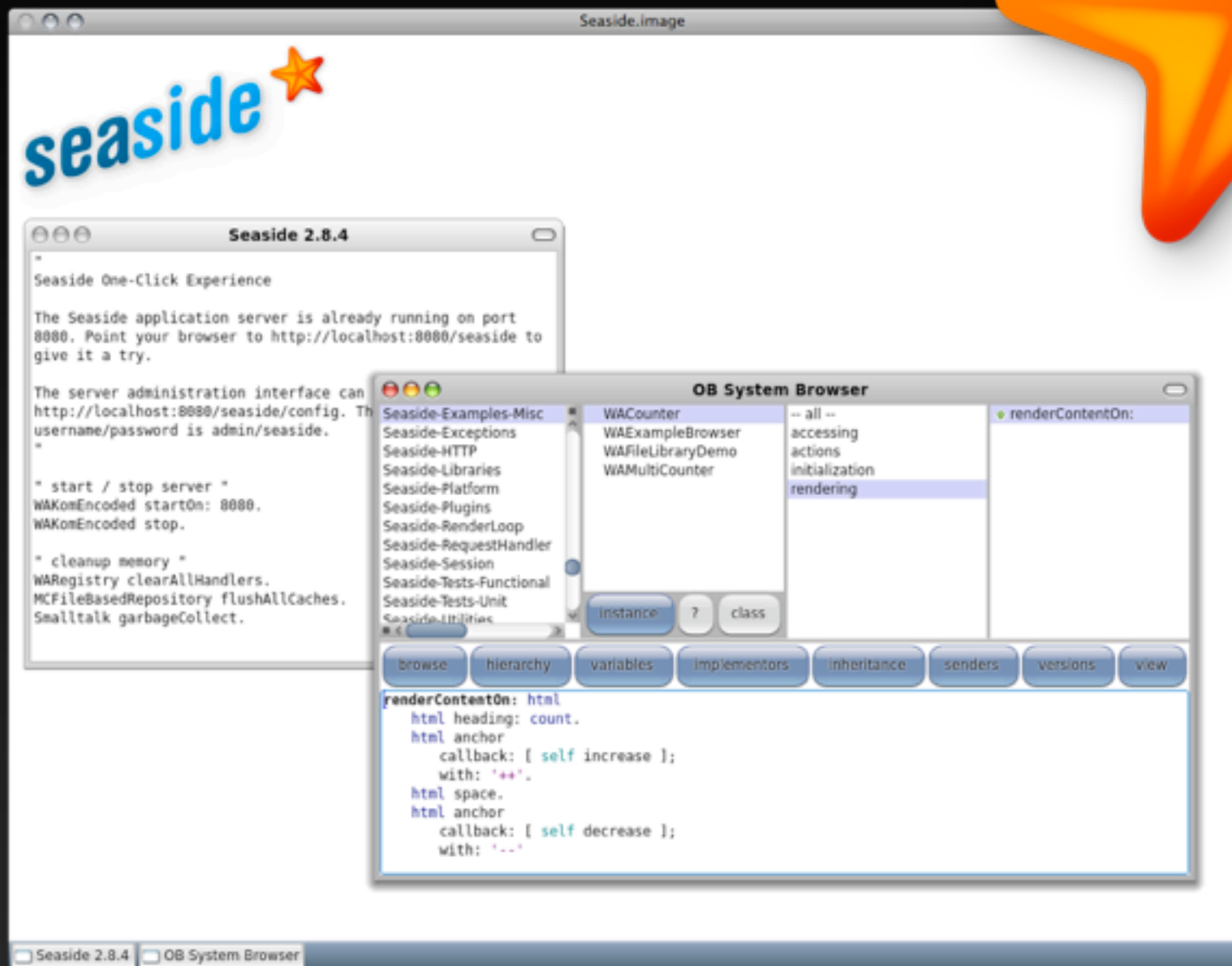
ScreenForm setFullPageWidth.

```
readFrom: 'FilledSkate.form' edit
```

(Form readFrom: 'FilledSkate.form') edit







Lukas Renggli

★ Academics

- ★ PhD Student, University of Bern

★ Open-Source

- ★ Core-developer of Seaside

- ★ Author of Magritte and Pier

★ Industry

- ★ Independent Software Consultant

Agenda



Flow



Components



Security



Applications



Continuations



Objects



Closures

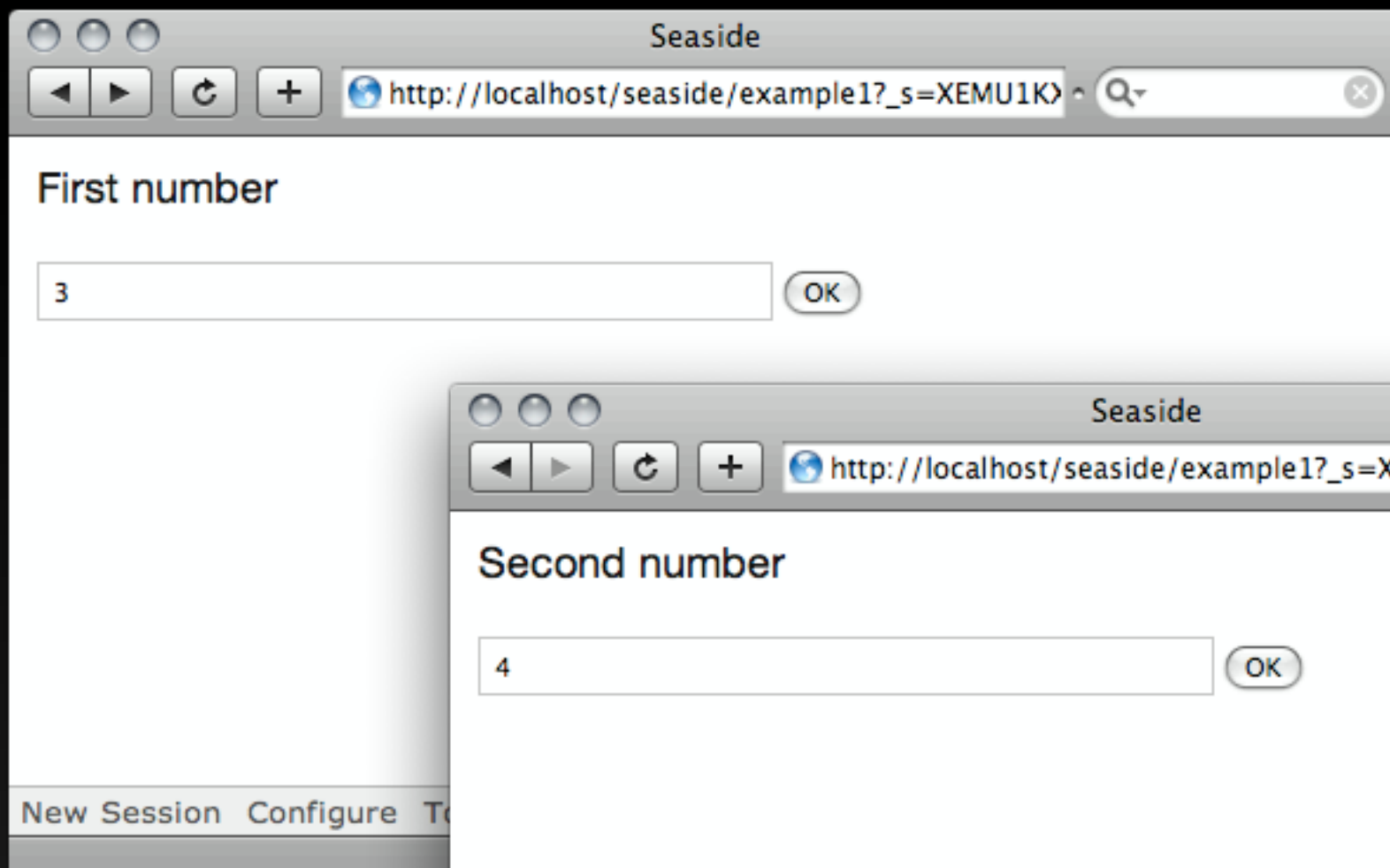


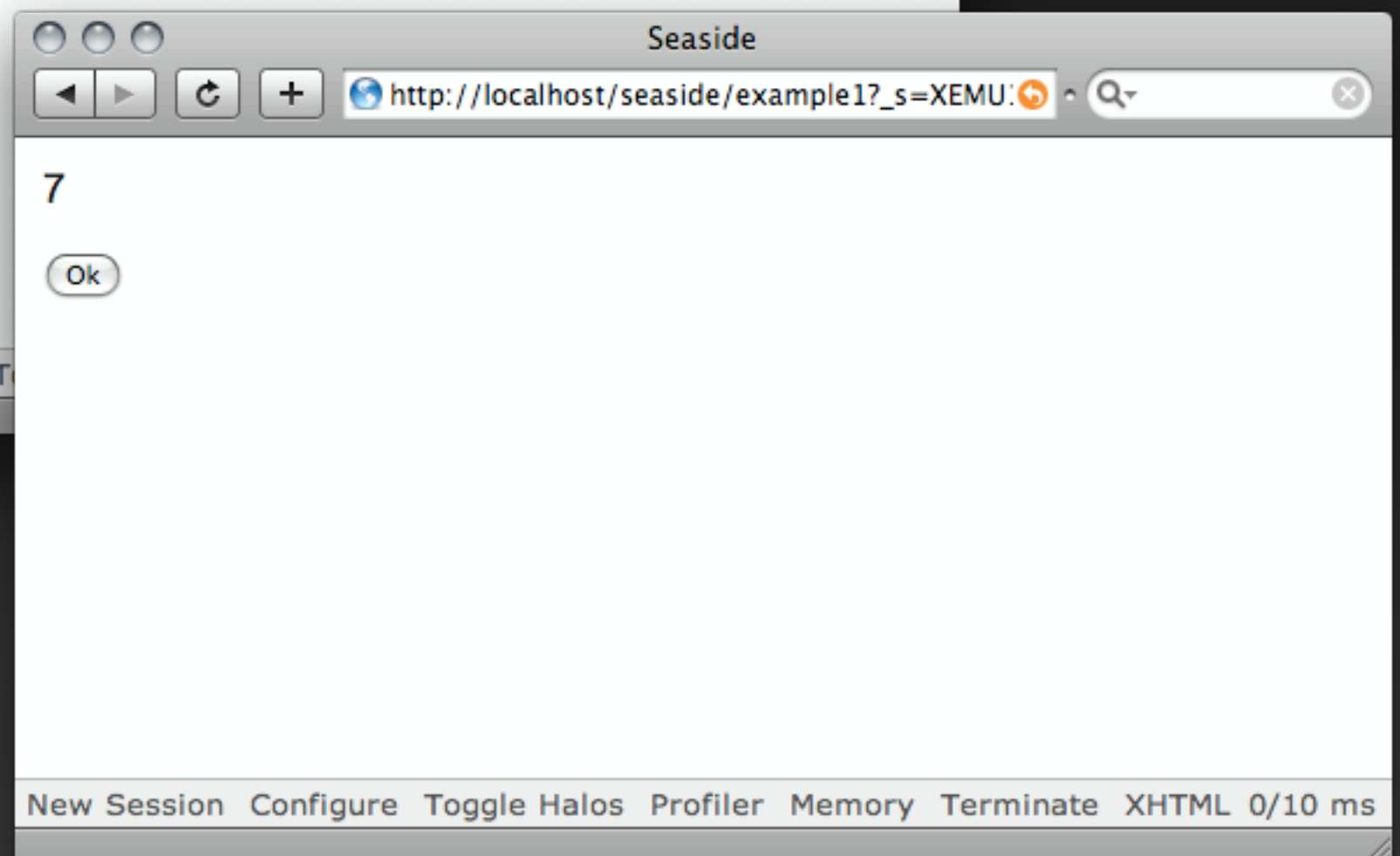
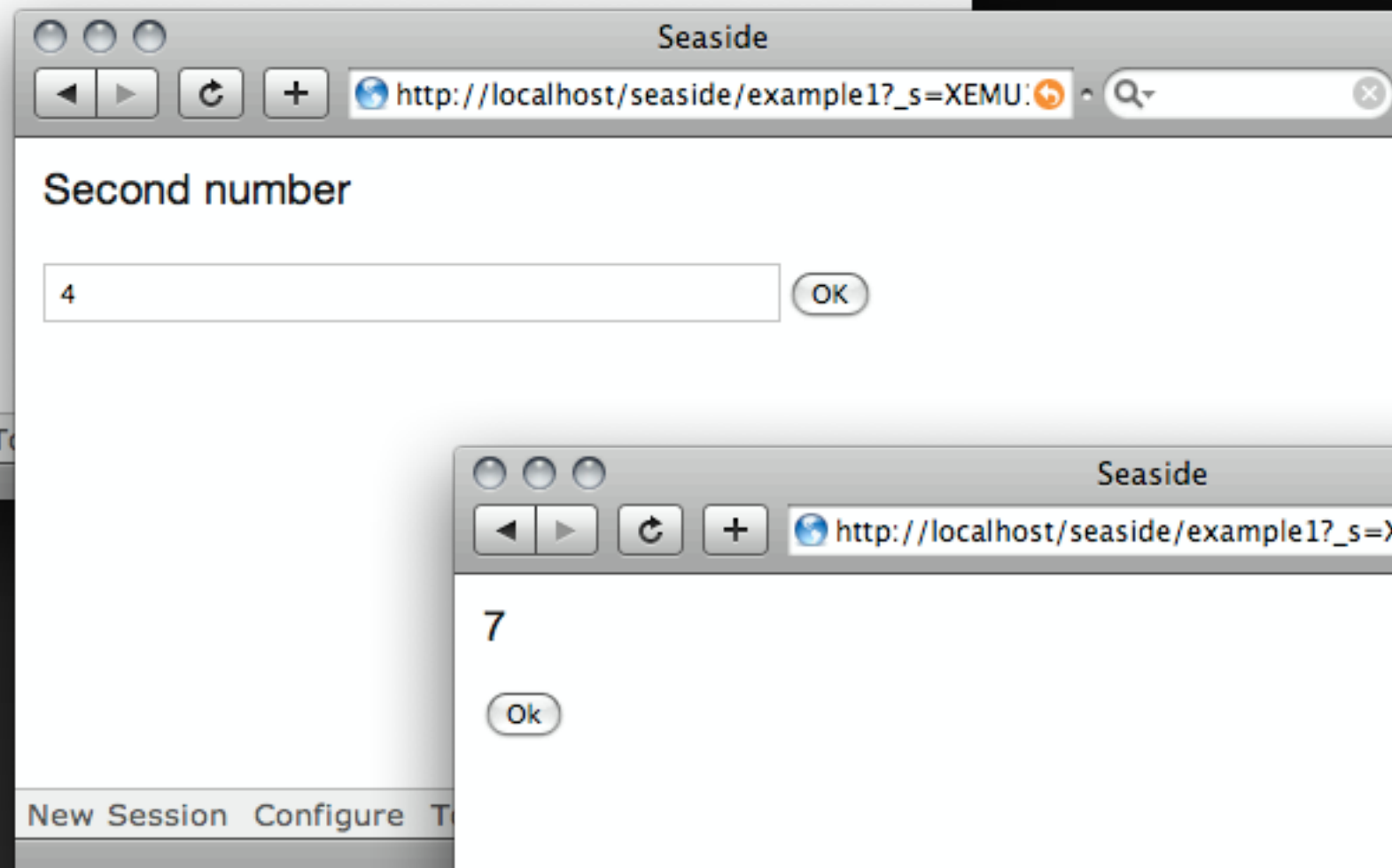
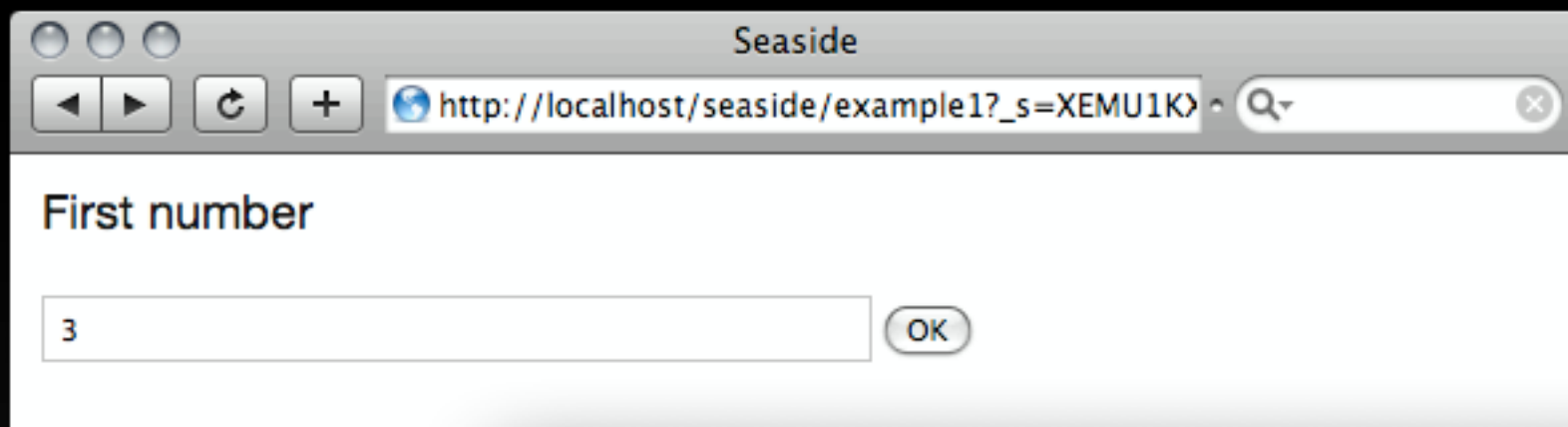
Debugger

The background features a black field with dynamic, flowing shapes. On the left, a solid mustard-yellow vertical band is partially overlaid by translucent, wavy layers of yellow and light blue. To the right, more translucent, wavy layers of blue and light blue flow across the black background, creating a sense of movement and depth.

Natural Flow

First number





```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```

```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```

```
<form action="result.html">  
  <input type="text" name="value2">  
  <input type="submit" value="OK">  
</form>
```


```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```

```
<form action="result.html">  
  <input type="text" name="value2">  
  <input type="submit" value="OK">  
</form>
```

```
<p>  
  <% value1 + value2 %>  
</p>
```




```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```



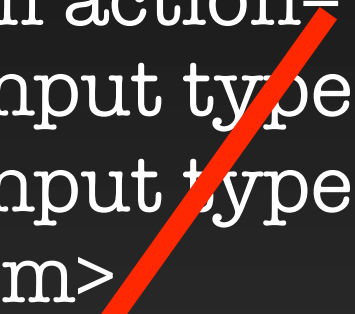
```
<form action="result.html">  
  <input type="text" name="value2">  
  <input type="submit" value="OK">  
</form>
```

```
<p>  
  <% value1 + value2 %>  
</p>
```

```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```

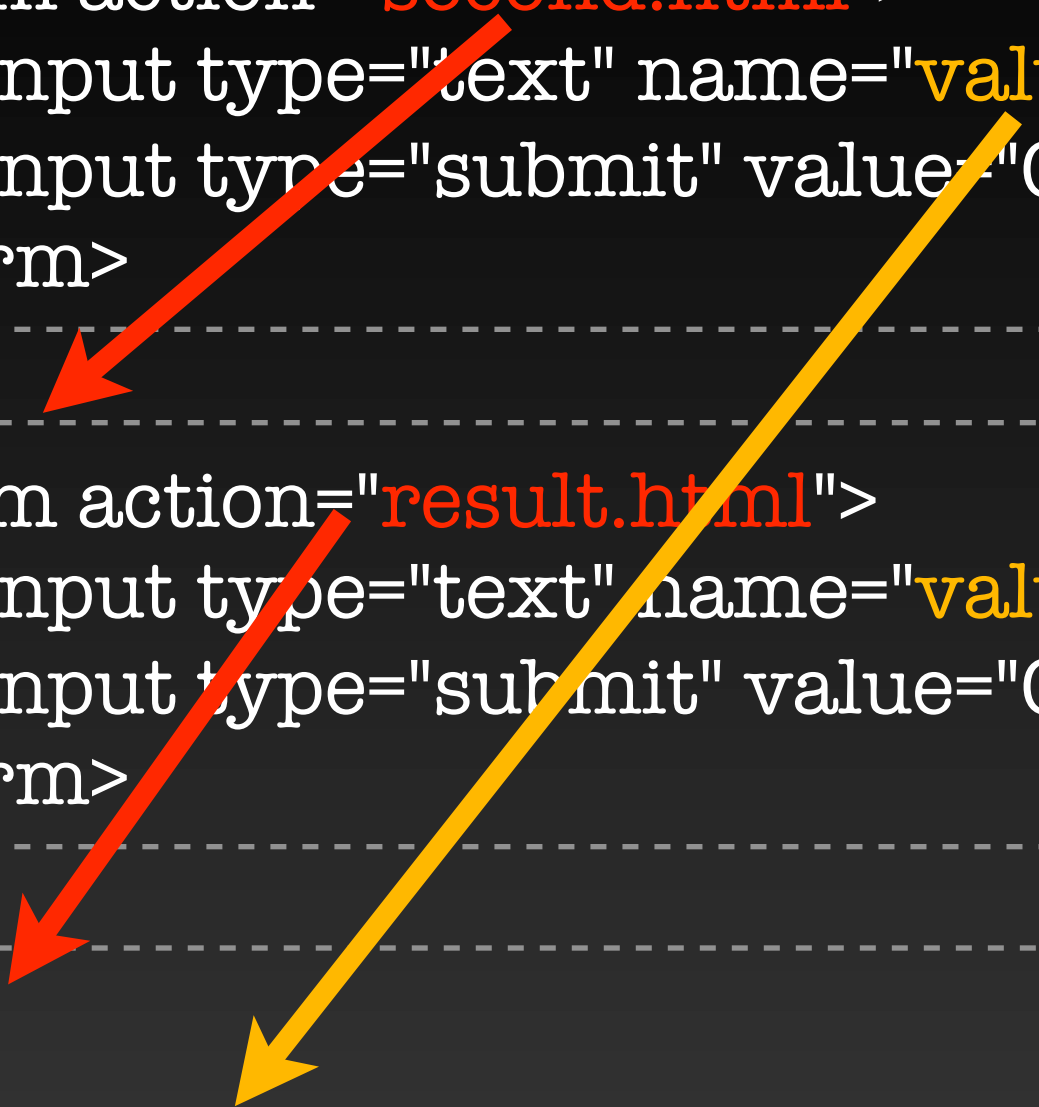


```
<form action="result.html">  
  <input type="text" name="value2">  
  <input type="submit" value="OK">  
</form>
```



```
<p>  
  <% value1 + value2 %>  
</p>
```

```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```



A diagram illustrating data flow between three HTML blocks. A red arrow originates from the 'value1' attribute in the first form and points to the first parameter in the second form's action URL. A yellow arrow originates from the 'value2' attribute in the second form and points to the 'value2' variable in the output paragraph. A second red arrow originates from the 'value1' attribute in the second form and points to the 'value1' variable in the output paragraph.

```
<form action="result.html">  
  <input type="text" name="value2">  
  <input type="submit" value="OK">  
</form>
```

```
<p>  
  <% value1 + value2 %>  
</p>
```

```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```

```
<form action="result.html">  
  <input type="hidden" name="value1" value="<% value1 %>">  
  <input type="text" name="value2">  
  <input type="submit" value="OK">  
</form>
```

```
<p>  
  <% value1 + value2 %>  
</p>
```

```
<form action="second.html">  
  <input type="text" name="value1">  
  <input type="submit" value="OK">  
</form>
```

```
<form action="result.html">  
  <input type="hidden" name="value1" value="<% value1 %>">  
  <input type="text" name="value2">  
  <input type="submit" value="OK">  
</form>
```

```
<p>  
  <% value1 + value2 %>  
</p>
```

seaside 

is different

3 user interactions

3 lines of code

```
value1 := self request: 'First Number'.
```

value1 := self request: 'First Number'.

value2 := self request: 'Second Number'.

```
value1 := self request: 'First Number'.
```

```
value2 := self request: 'Second Number'.
```

```
self inform: value1 + value2.
```

```
value1 := self request: 'First number'.
```

```
value2 := self request: 'Second number'.
```

```
self inform: value1 + value2.
```

It's a DSL

**It's just
Smalltalk**

```
value1 := self request: 'First Number'.
```

```
value2 := self request: 'Second Number'.
```

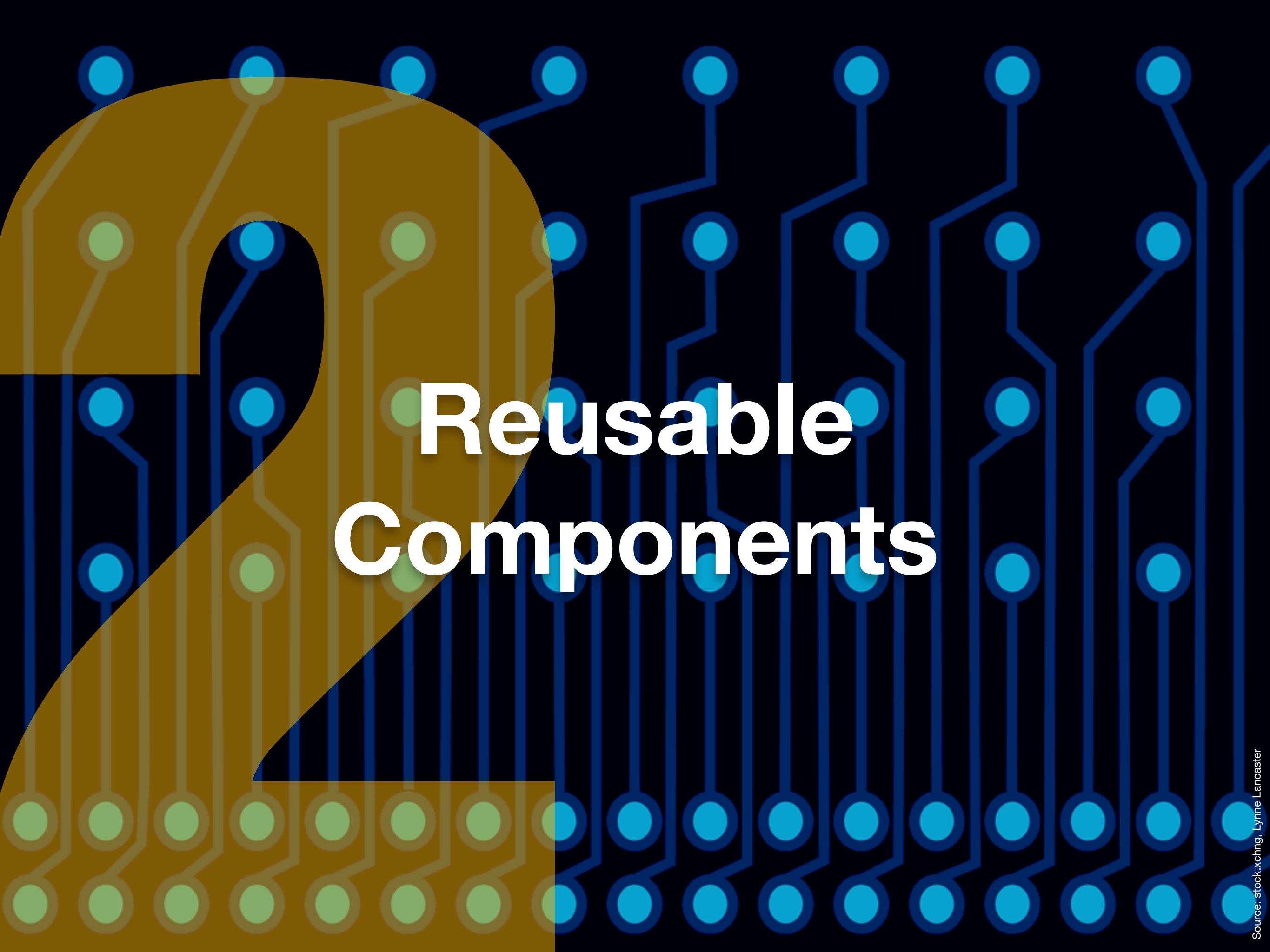
```
self inform: value1 value2
```

No request parsing

No string fiddling

No state machines

Demo

The background features a dark blue field with a light blue circuit board pattern of lines and nodes. A large, semi-transparent gold-colored number '2' is positioned on the left side, partially overlapping the circuit pattern. The text 'Reusable Components' is centered in white.

Reusable Components



ABLELINK'S

Online Task Player

Changing lives with Cognitive Support Technologies



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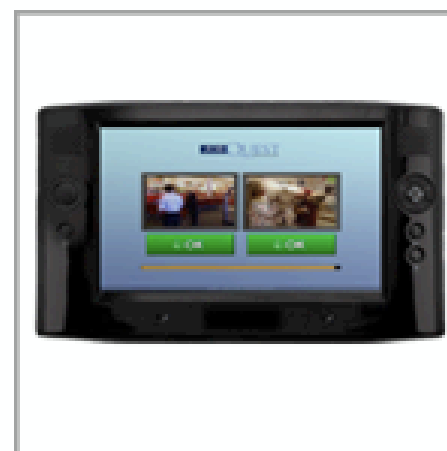
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Quest Skills
Trek Task Web

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Web Trek



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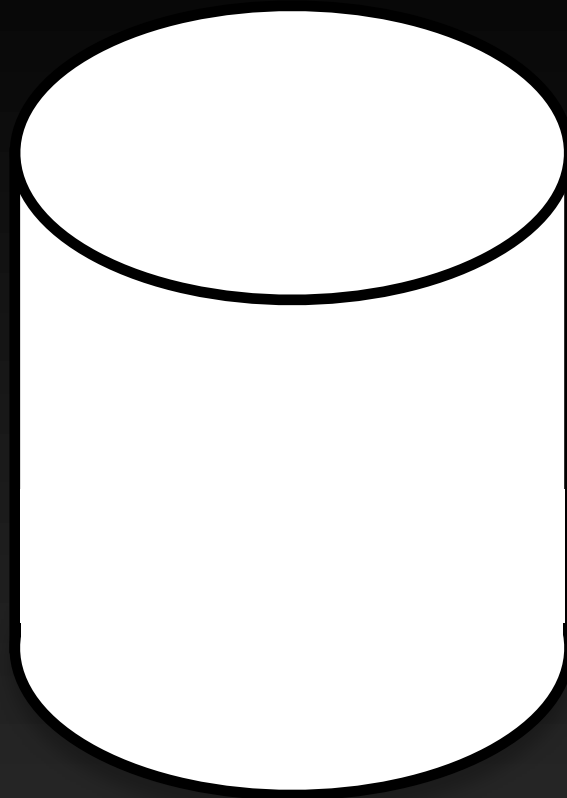
AIMS Task Builder



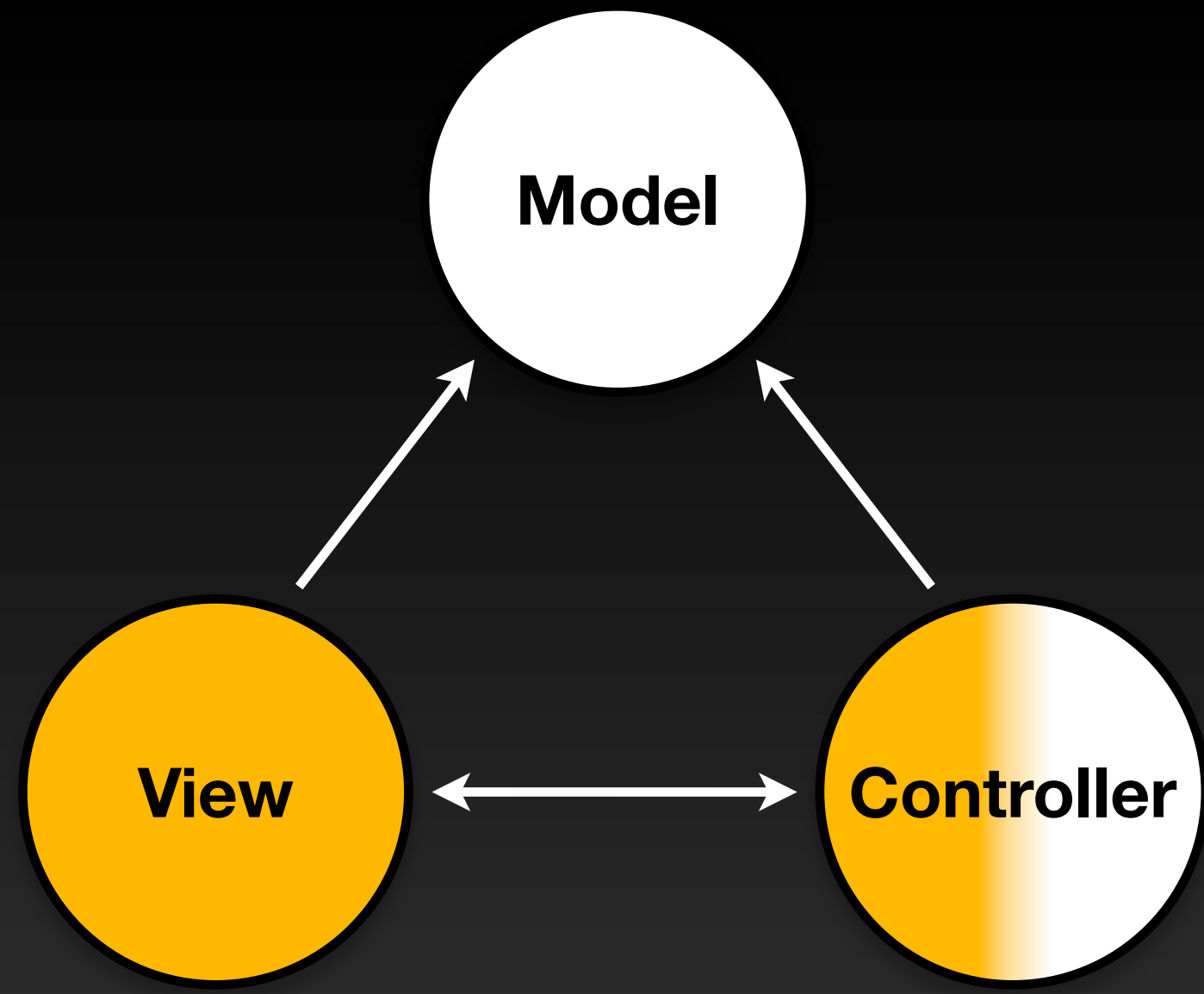
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Reuseable



Persistent



Model, View, Controller



Valid

CSS
Designer

XHTML

Developer & Seaside

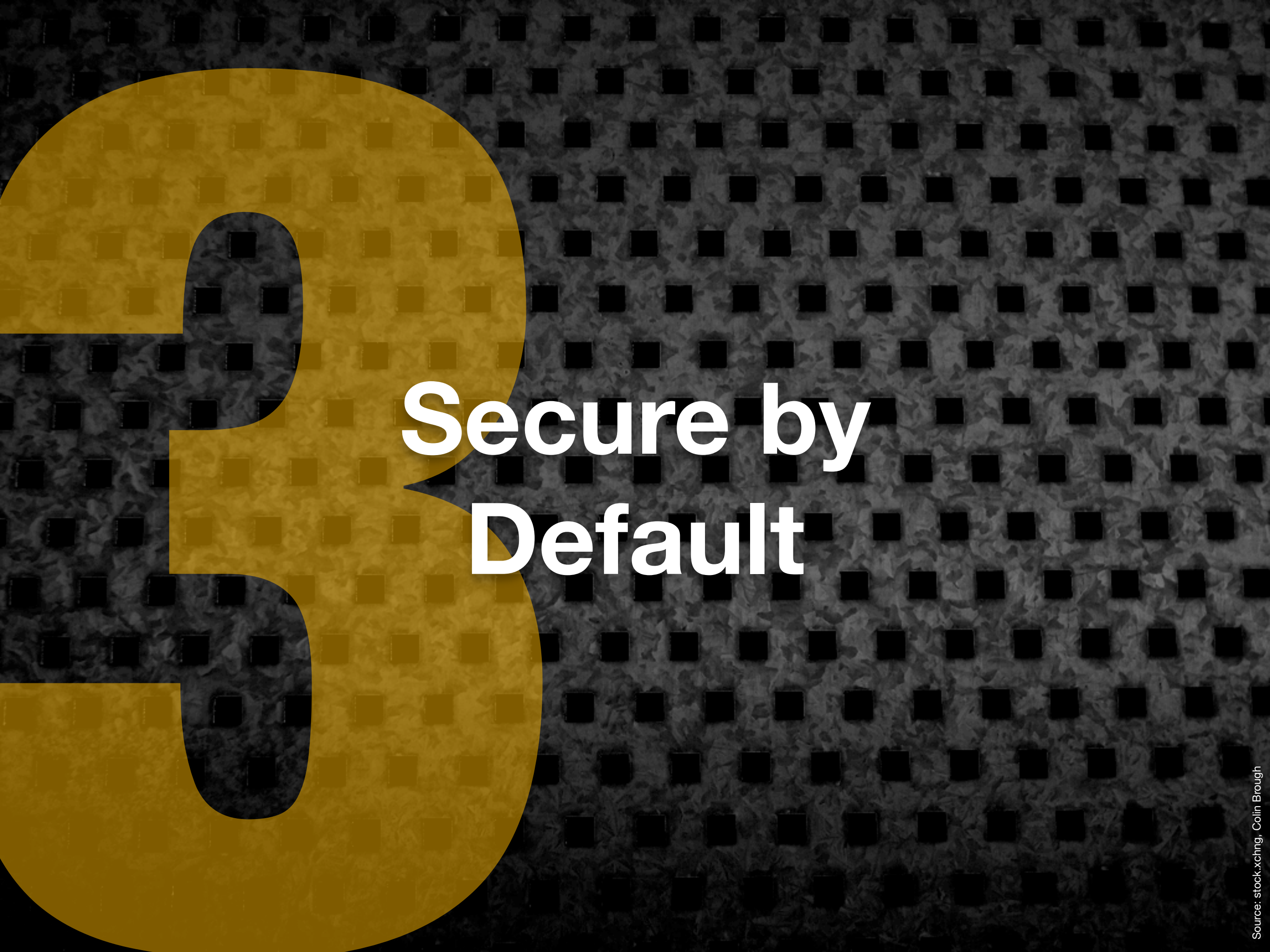
DRY

It's a DSL

DRY

*It's just
smalltalk*

Demo



Secure by Default



Cross Site Scripting

Output is **encoded**
by default



Replay Attacks

Session

`_s=Ru8ZKgqjy0uDX3kf`

96-bit

Page

k=K5EQyqKE

48-bit



Parameter Tampering

Names are generated
automatically

Names are bound
to functions

No manual
request parsing

```
html submitButton
```

```
  callback: [ self inform: 'Hey' ];
```

```
  with: 'Click Here'
```

```
html submitButton
```

It's a DSL

```
callback { self.info for 'Here' },
```

```
with 'Click Here'
```


*It's just
Smalltalk*

html submitButton

callback: [self inform: 'Hey'];

with: 'Click Here'



Web 2.0



Comet

It's a DSL

*It's just
Smalltalk*

Demo



Applications

In productive use
since 2002



THE HISTORY CHANNEL



SELECCION PAIS

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En el siguiente enlace podrás encontrar la lista de los ganadores de cada semana.

[CONOCE LOS GANADORES](#)



Cmsbox – systematic content management

CMS Demo Movie



It just works.

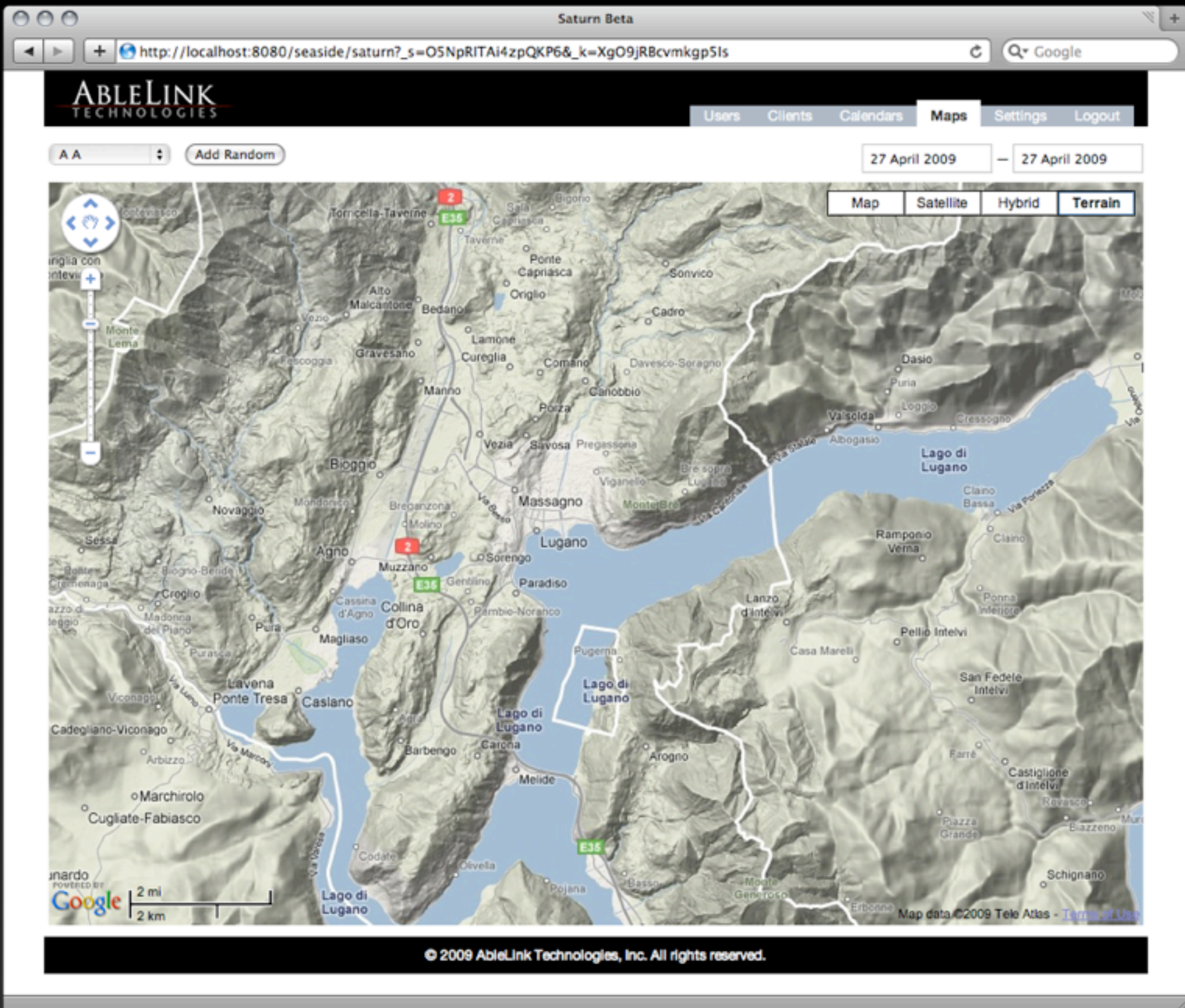
Cmsbox, the beautifully designed, super-easy, yet powerful and flexible Content Management System (CMS) offers everything you need to create, edit and enhance the content of your web site. All elements and contents can be arranged and customized directly on your own web site.

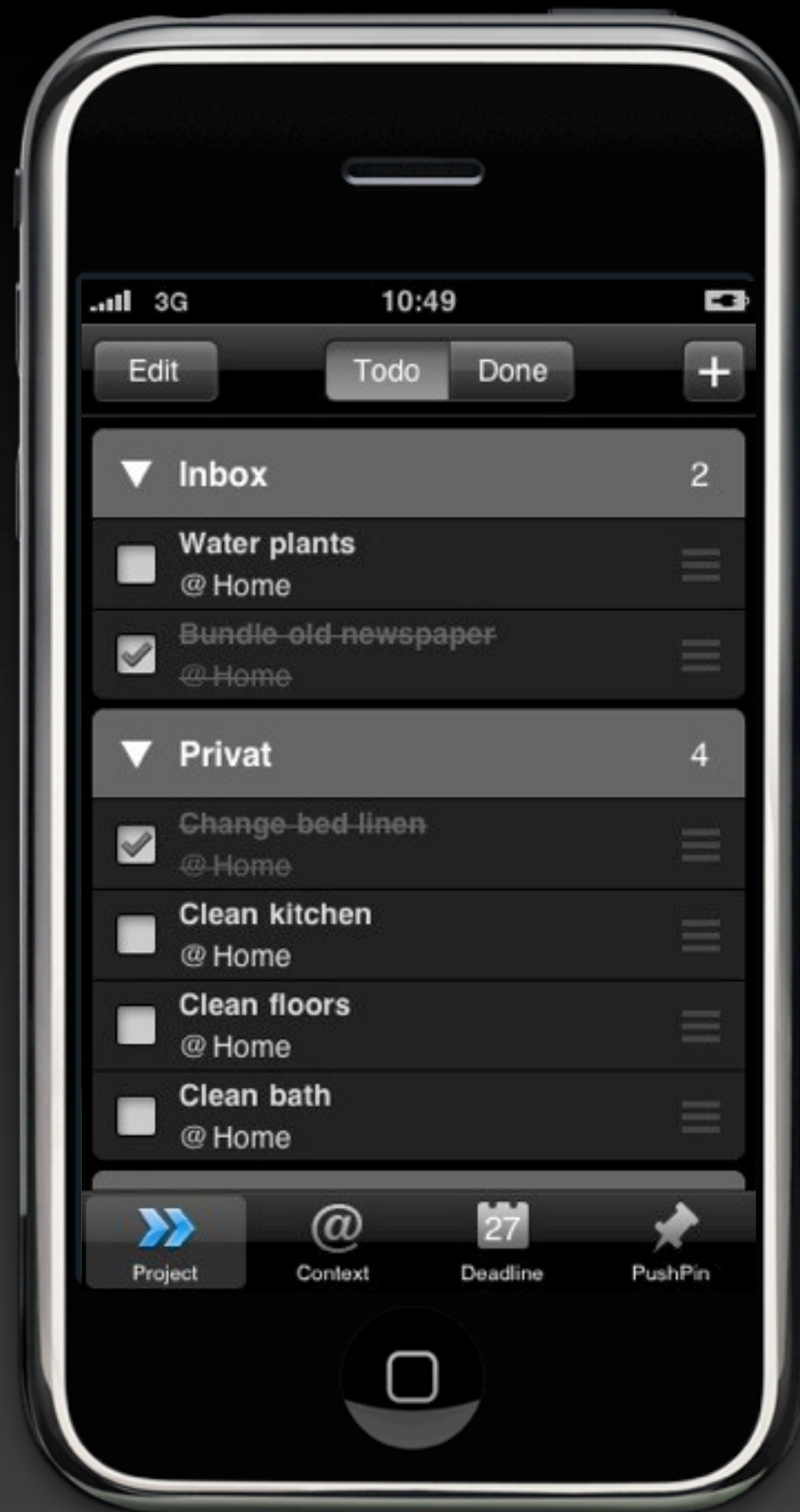
Simply professional.

Cmsbox makes sure your site will always look great. With centrally defined format style sheets and a flexible column layout, all types of content will automatically adapt to the individual website design.

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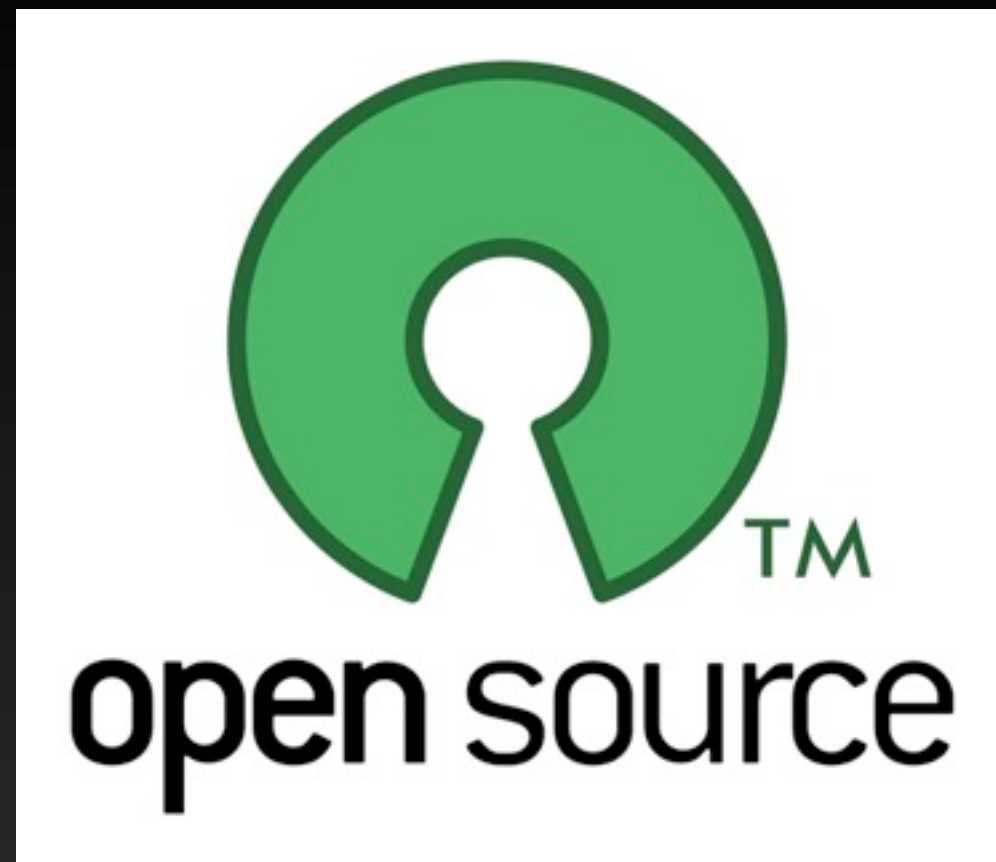
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Seaside 2.8

Rendering Speed



Version	Rendering Speed
Seaside 2.8	~100 ms
Seaside 2.7	~80 ms
Seaside 2.6	~60 ms
Seaside 2.5	~40 ms

News

[Web Velocity released](#) 29 June 2009
Big news from Cincom on the Seaside mailing list today: they've made an evaluation version of their ...

[London](#) 29 June 2009
I'll be in London (UK) on Wednesday June 24 for 10 days or so. If anyone around there wants to meet ...

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EUROPEAN SMALLTALK USER GROUP
www.esug.org

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activity

[Issue 394 created: "consider Content Security Policy"](#)


[Update 3 to issue 363 \("WAPopupFunctionalTest issues"\)](#)

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Seaside 2.8

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activity

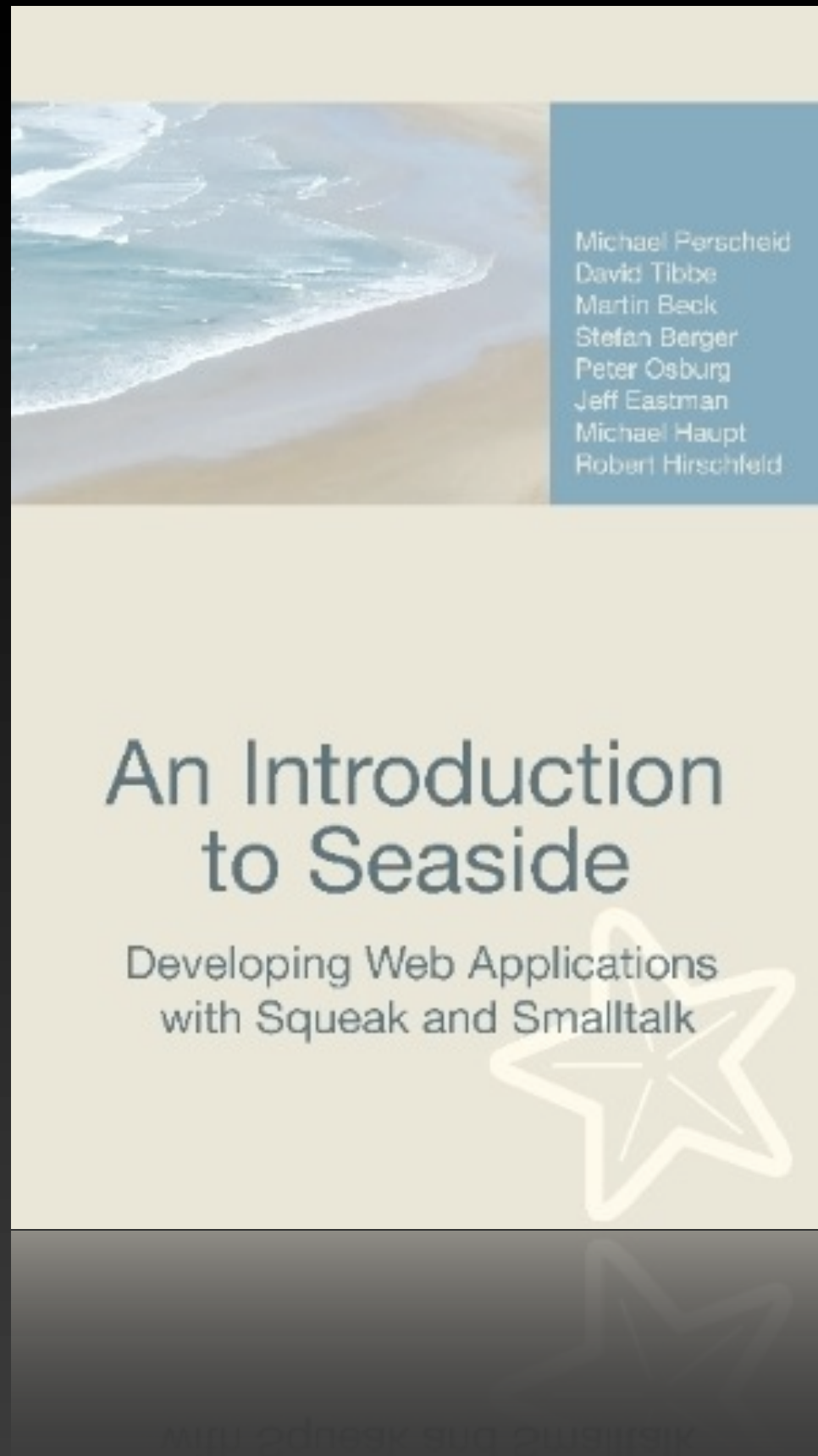
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